A Fantasy Adventure Game

QUESTRON II™

APPLE®

64K disk for Apple II with Applesoft ROM, II+, IIe and IIc.

SSI™

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"The only way to destroy the Evil Book of Magic is to prevent it from ever being created!"

And with these words from Mesron, the Great Wizard, you realize the adventure you thought had ended in Questron has only just begun.

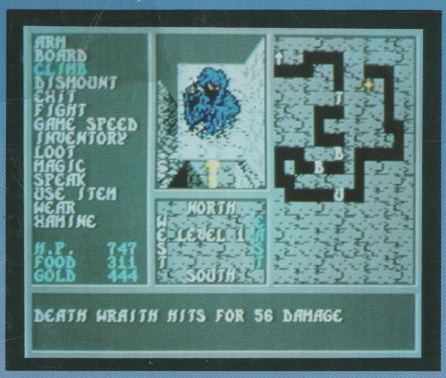
As Mesron begins his mystical incantation, you feel a darkness enveloping you, the air crackling with an unearthly sound. The very fabric of time and space has been ripped asunder!

Just as suddenly, the darkness recedes, and you hear Mesron's final thoughts:

"I have hurled you back to the distant past, to a time before the Evil Book of Magic has been created by the six Mad Sorcerors. Find them and prevent the consummation of their abominable deed!

"Mankind's future rests on your success in the depths of the past."

Combat with a Hornet Cloud on the gigantic wilderness map.



A Death Wraith attacks in one of the countless dungeon levels.

A mystic chamber in the deadly Redstone Castle.

QUESTRON II offers an experience in fantasy gaming so awe-inspiring, it surpasses even its legendary predecessor!

Its all-new, state-of-the-art graphics is nothing short of stunning. The beautiful visual presentation of the magical world — from the wilderness and towns to the countless characters and monsters — is truly breathtaking.

Explore the dungeons and see our crowning glory: They are shown as 3-D displays — fully rendered and animated. An overhead view is presented alongside to help you get your bearings.

It's been no easy task to outdo the first *Questron*. So we are proud to say:

"We've done it."

And you're holding it.

Enjoy.

QUESTRON II.
It's the closest you can come to *real* fantasy.

Screen displays shown are from the Commodore 64. Displays from other computer(s) may vary. C-64 is a registered trademark of Commodore Electronics, Ltd.

MADE IN U.S.A.

- Questron II is set in a huge circumnavigable world with two continents.
- Travel by foot, llama, ship, and eagle through forest, swamp, and across oceans.
- Haggle with merchants and play games of chance.
- Battle over 60 bizarre monsters, such as the Vipod, Mindless Drone, and the Shape Shifter.
- Explore castles, tombs, dungeons and cathedrals.
- Easy to learn! Command options are displayed on screen at all times.

QUESTRON II, A Fantasy Adventure Game
Storyline and Original Design by **John and Charles Dougherty**
Programming and Additional Design by **Westwood Associates**
Playing Time: 30 to 60 Hours
Art director: LOUIS HSU SAEKOW. Illustrator: MARTIN FRENCH.